



LASER SORCERER

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Your innate power comes from an otherworldly source, a plane of existence unknown by many scholars. One where the vehicles are fast, the hair is untamed, and the world is bathed in a disembodied neon glow. Not all people can draw power from this gnarly world. Some are overwhelmed by nostalgia and reduced to glowing embers in the blink of an eye. The lucky ones may lose their arcane talents and eyesight when they pierce the gridded veil.

Laser sorcerers have been chosen as a conduit of this world and focus the untamed neon-energy with their eyes, harnessing their powers on whatever totally bitchin' adventures they find themselves.

ARCANE ORIGINS

You can supplement the arcane origins found in *Xanathar's Guide to Everything* with these thematically appropriate options. Either roll a d4 or add these to the table found in that book and roll a d10.

d4 Origin

- 1 After attending a performance by a bard with a magical "synthetic musicwave device," you discovered your arcane power.
- 2 You've been trapped in a mad wizard's game-like world for years. Now you're free and have taken some of that world's power with you.
- 3 You found an alien device while exploring a ship that fell from the sky. The device attached itself to you, granting you special abilities.
- 4 A crazy, white-haired artificer sent you here from the future. Time to go back-to the future.

SUPERNATURAL MARK

You can supplement the supernatural marks found in *Xanathar's Guide to Everything* with these thematically appropriate options. Either roll a d4 or add these to the table found in that book and roll a d10.

d4 Mark

- 1 Your eyes change color to match the last L.A.S.E.R. you used.
- 2 Your hair is always feathered, no matter what you do.
- 3 When observed through a mirror or other reflective surface, your body is traced in a neon grid pattern.
- 4 You have bright pink, orange, and green gradients around your eyes.

SIGNS OF SORCERY

You can supplement the signs of sorcery found in *Xanathar's Guide to Everything* with these thematically appropriate options. Either roll a d4 or add these to the table found in that book and roll a d10.

d4 Sign

- 1 The verbal components of your spells are always accompanied by alien, modulated noises resembling music.
- 2 For a moment after casting a spell, each step you take causes a neon-colored grid on a black surface to appear below your feet.
- 3 After casting a spell, your hair grows slightly and randomly changes color to a bright hue.
- 4 When casting a spell with somatic components, brightly colored lights trail from your hands.

L.A.S.E.R. CONDUIT

Starting at 1st level, you can expend a spell slot and use your action to unleash Lethal Arcane Super-Epic Rays from your eyes in a 90-foot-long, 5-foot-wide line. If the effect calls for a saving throw, the DC is your spell save DC. Choose from one of the colors below.

RED LASER.

Affected objects and creatures must make a **Dexterity saving throw** or take 1d12 force damage on a failed save, or half as much on a successful one. If a target fails its saving throw by 10 or more, it is knocked **prone** and takes an additional 1d12 force damage. Increase the damage by 1d12 for each spell slot above 1st.

GREEN LASER.

Affected creatures gain 1d6 temporary hit points. Increase the amount of temporary hit points by 1d6 for each spell slot above 1st. These temporary hit points last for 1 minutes.

BLUE LASER.

Affected creatures must make a **Constitution saving throw**. On a failed save, the creature's speed is reduced to 0 for 1 minute. If you use a 3rd-level spell slot or higher, creatures that fail the saving throw are **restrained** instead. A creature can repeat the saving throw at the end of its turn, ending the effect on a success.

L.A.S.E.R. FOCUSED

Starting at 1st level, your familiarity with arcane rays allows you to resist their more harmful effects. You have resistance to force damage.

SUPERPOSE FREQUENCY

Starting at 6th level, you can spend 3 sorcery points when you use your L.A.S.E.R. Conduit feature to combine two L.A.S.E.R. colors to create devastating effects. Choose from one of the colors below.

CYAN LASER.

By combining blue and green lasers, you create an energizing cyan. Affected creatures don't provoke opportunity attacks from movement for 1 minute. If you expend a 3rd-level spell slot or higher, affected creatures may also make an additional attack if they use the Attack action on their next turn. If you expend a 5th-level spell slot or higher, each affected creature adds 1 to their AC for 1 minute in addition to the previous effects.

MAGENTA LASER.

By combining red and blue lasers, you create a dazzling magenta. Affected creatures must make a **Wisdom saving throw** or take 2d12 psychic damage and become **incapacitated** for 1 minute or until they take damage. If a creature fails the saving throw by 10 or more, they are **stunned** instead of incapacitated. A creature can repeat the saving throw at the end of its turn, ending the effect on a success.

YELLOW LASER.

By combining red and green lasers, you create a cleansing yellow. Separate each affected creature into allies and foes. Foes must make a **Dexterity saving throw** or take 4d12 radiant damage on a failed save, or half as much on a successful one. Allies are healed for 1d4 hit points. Increase the number of dice for each effect by 1 for each spell slot above 3rd.

**MINIMAL SETTING:
MAXIMUM OVERDRIVE**

PUSH IT TO THE LIMIT

Starting at 14th level, the neon-energy coursing through your body has ridden into the danger zone. Your eyes constantly emit a bright, multicolored light that sheds bright light in a 5-foot-radius around you and dim light for another 5 feet. Unless you close or shade your eyes with some radical accessories, you have disadvantage on **Dexterity (Stealth) checks**.

You can spend 4 sorcery points to use your L.A.S.E.R. Conduit feature as a bonus action once per turn.

FULL SPECTRUM MELTDOWN

Starting at 18th level, you can spend 10 sorcery points when you use your L.A.S.E.R. Conduit feature to produce a blinding white L.A.S.E.R. Roll a die when you use this feature. On an even number, you take $4d12$ necrotic damage.

Separate each affected creature into allies and foes. Foes must make a **Dexterity saving throw** or take $10d12$ fire damage and are **blinded** for 1 minute on a failed save, or take half as much damage and are not blinded on a successful one. Remove the charmed, frightened, stunned, and paralyzed conditions from allies. Additionally, each ally may recover the use of a class feature that requires a short rest or regain a spell slot of 3rd level or lower.

You can't use this feature again until you finish a long rest.

THANKS FOR READING!

Thanks for downloading our product! This product came out of a love of bands like *Judas Priest*, *Kenny Loggins*, Synthwave in general, and other lightbulb-eating, laser-blasting bands. We had a lot of fun and more than a few laughs hashing these ideas out, and hope they bring you at least as much happiness. Thank you for supporting indie creators—if you feel compelled, leave us a quick review letting us know what you think before you die in a L.A.S.E.R. barrage.

AUTHOR: CHRISTOPHER WALZ

Christopher Walz is a best-selling creator and editor for the Dungeon Masters Guild. He began his journey through roleplaying games when he was six years old, looking at the pictures in his brother's Monstrous Manual. When he isn't writing or killing his players, he is trying to turn his son into a dungeon master and looking for trolls in the wilds of Central Kentucky.

Follow him on Twitter @DMChristopherW.

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AUTHOR: CHRISTIAN EICHHORN

Christian Eichhorn is the author of several bestsellers which are available on the DMsGuild. He did not start playing ttRPGs until 2016 but grew up with classics like Fallout, Fallout 2, Icewind Dale, Baldur's Gate II, Planescape: Torment, Diablo, and Morrowind. Since no game captured the spirit of these experiences in more than a decade, Christian set out to write his own stories—or wacky subclasses.

Find Christian on Twitter under @Squirrelgolem.

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